AGE 12+

D&D®

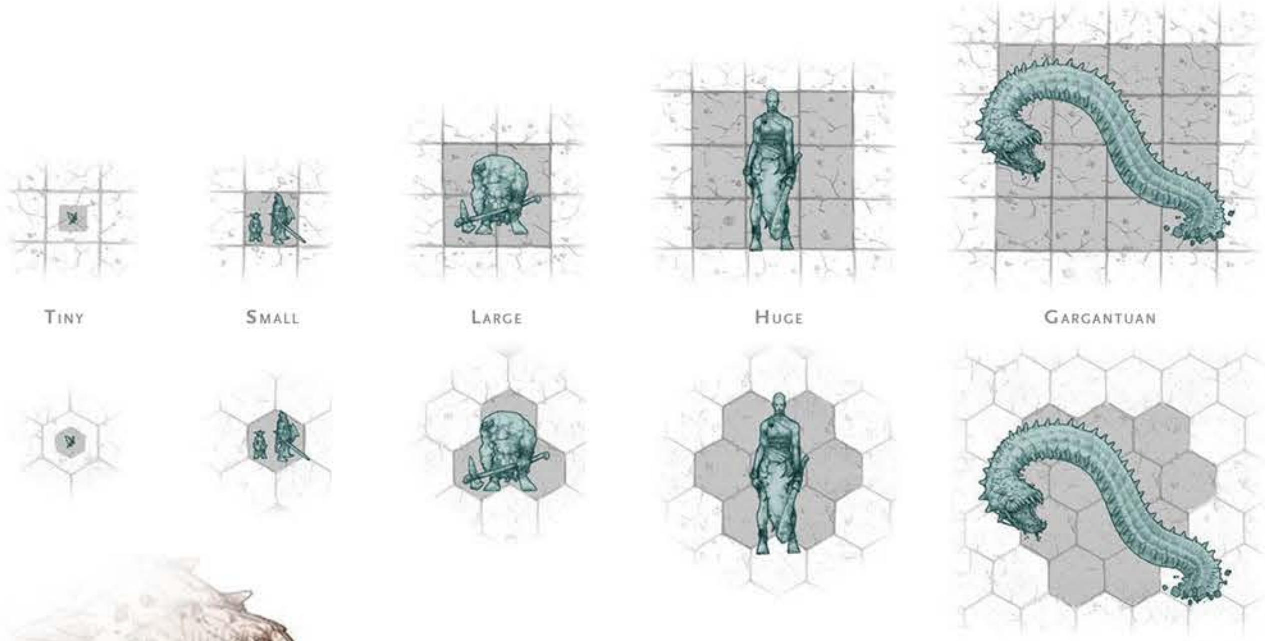
TACTICAL MAPS

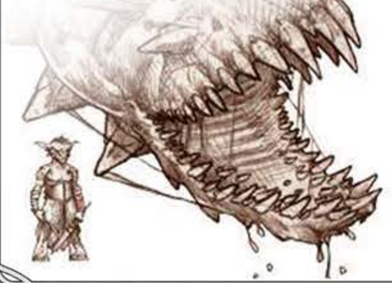
REINCARNATED

DUNGEONS & DRAGONS®

Get tactical with this collection of full-color poster maps
for the world's greatest roleplaying game

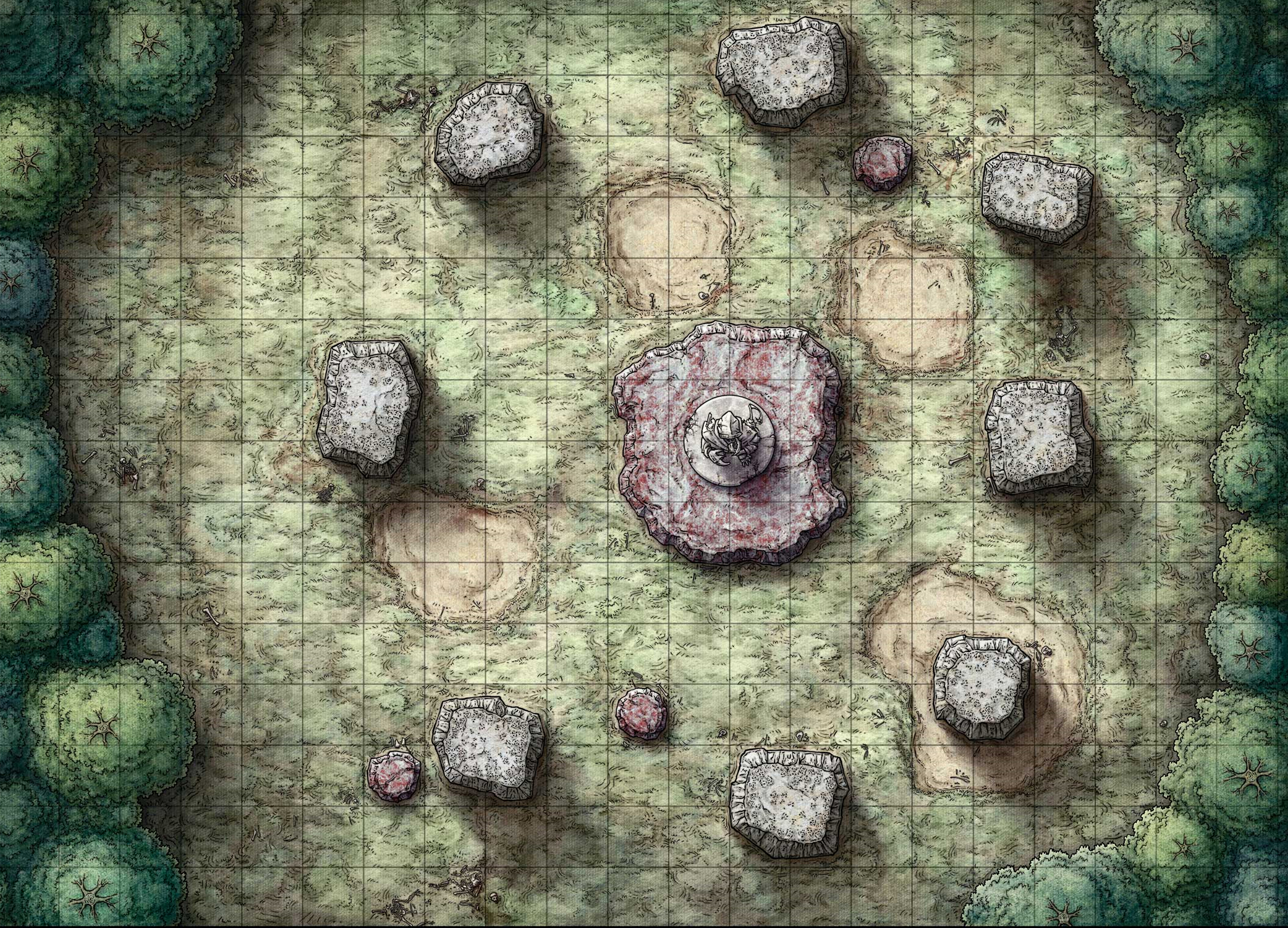
CREATURE SIZE

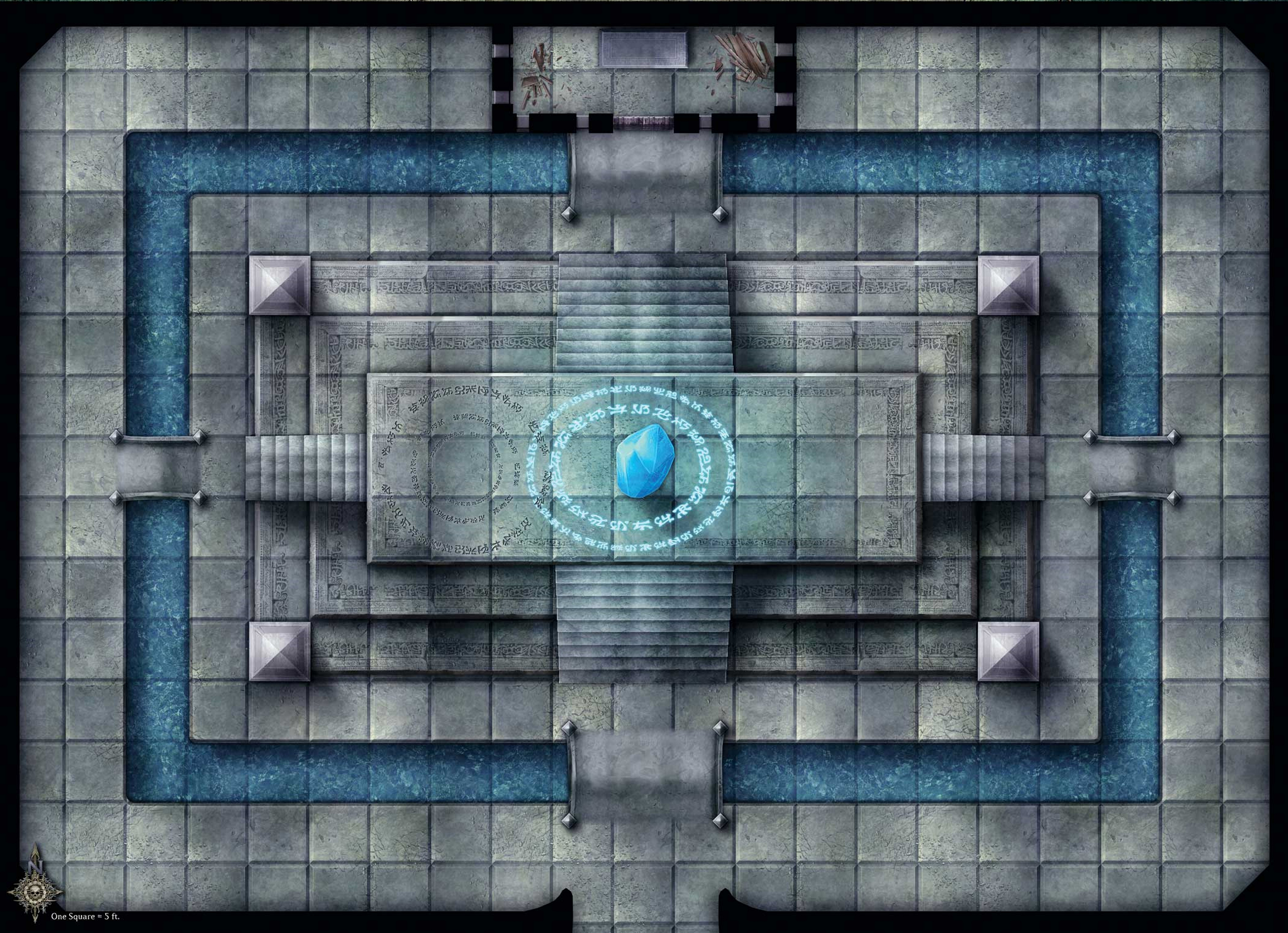

Tiny
Small
Large
Huge
Gargantuan

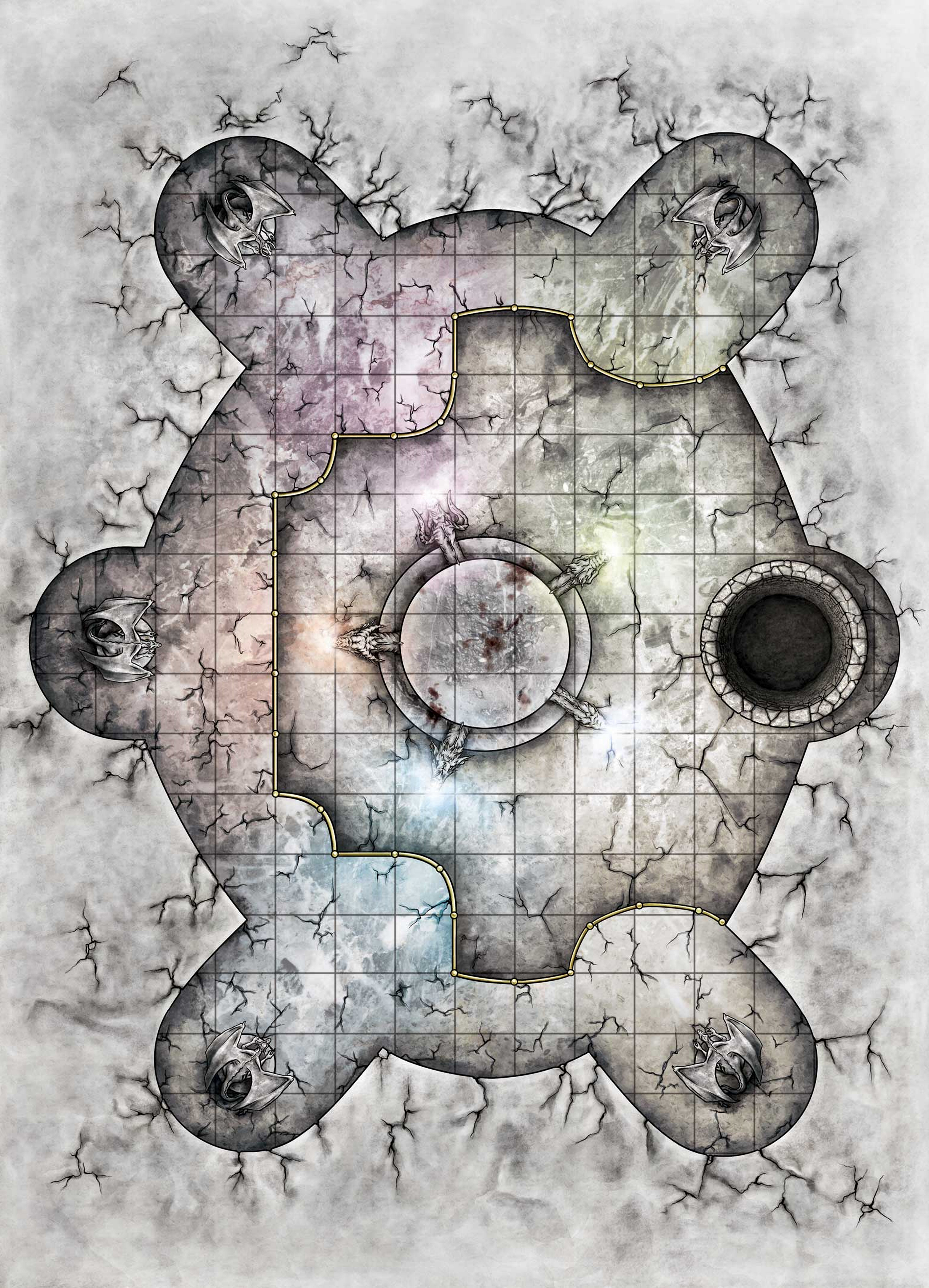


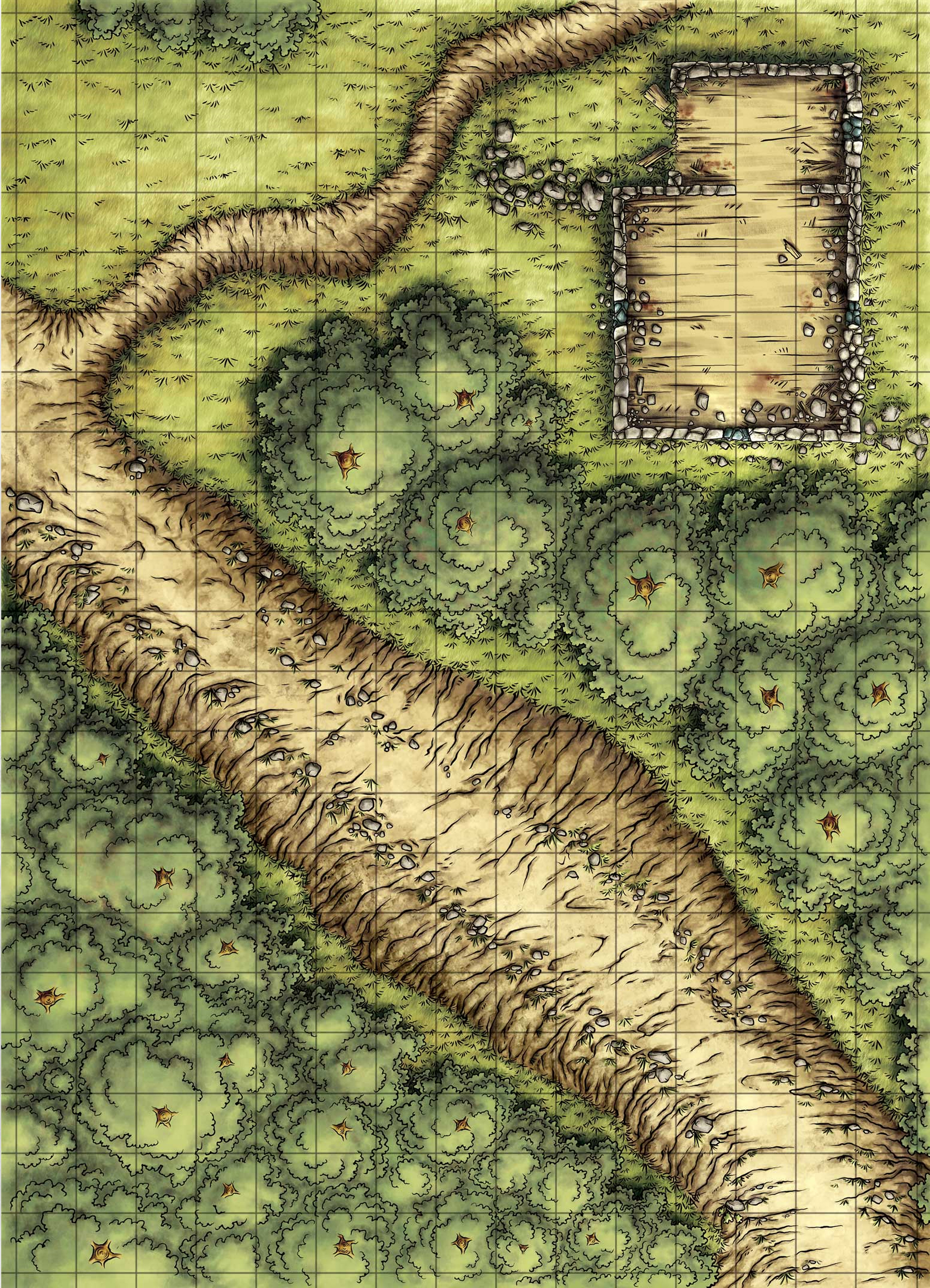
Creature Size and Space

Size	Space: Squares
Tiny	4 per square
Small	1 square
Medium	1 square
Large	4 squares (2 by 2)
Huge	9 squares (3 by 3)
Gargantuan	16 squares (4 by 4) or more




N
One Square = 5 ft.



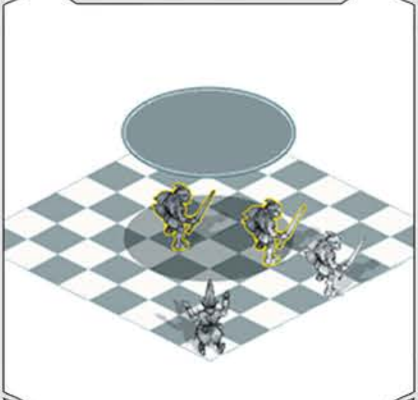


Areas of Effect

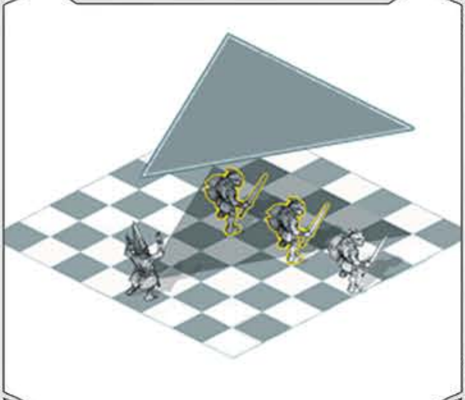
Choose an intersection of squares or hexes as the point of origin of an area of effect, then follow its rules as normal. If an area of effect is circular and covers at least half a square, it affects that square.

Line of Sight

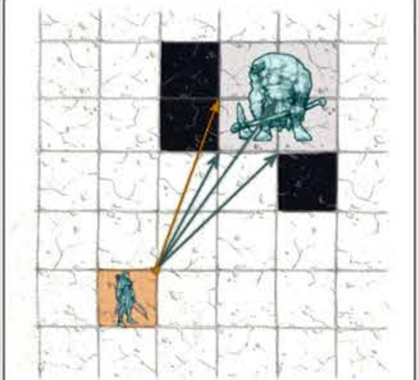
To percisely determine whether there is line of sight between two spaces, pick a corner of one space and trace an imaginary line from that corner to any part of another space. If at least one such line doesn't pass through or touch an object or effect that blocks vision-such as a stone wall, a thick curtain, or a dense cloud of fog-then there is line of sight.



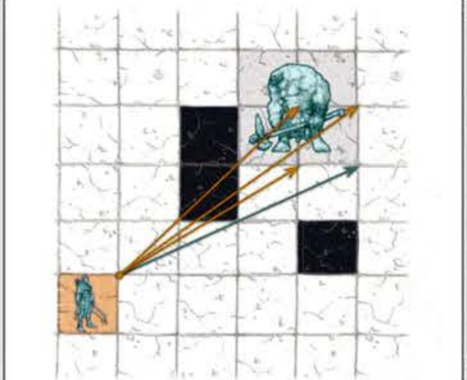
SPHERE TEMPLATE



CONE TEMPLATE



HALF COVER (SQUARES)



THREE-QUARTERS COVER (SQUARES)

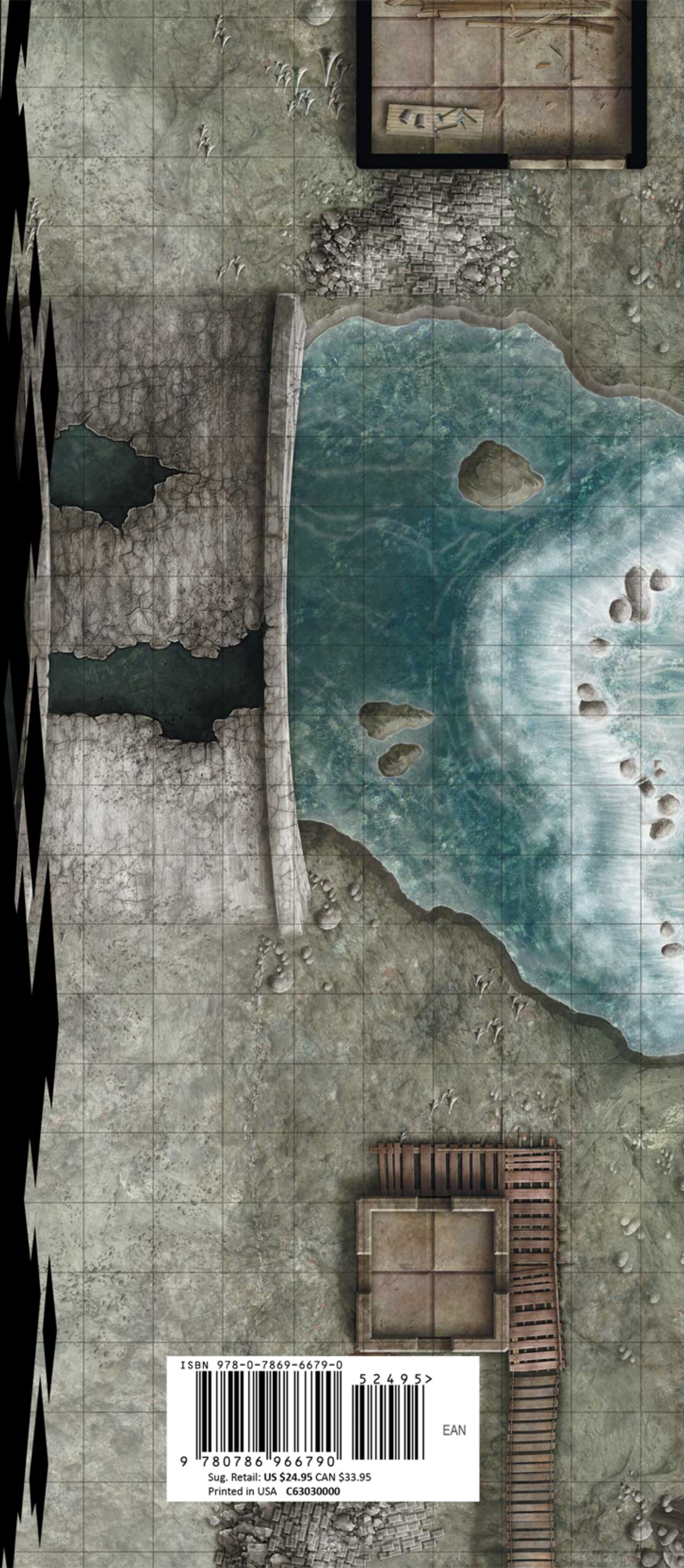
COMBAT CARTOGRAPHY

Maps are a key element of every DUNGEONS & DRAGONS® campaign. Whether the map of a continent, country, city, or village, a map's importance in bringing your world to life can't be overstated. The same can be said for encounter maps. Sometimes you need a visual representation of the area your adventurers are in, or perhaps tactical combat is simply the way your group rolls.

However you play, we've got you covered. Twenty beautifully rendered, tactical poster maps are contained herein, perfect for bringing any D&D® game to life.

For use with the DUNGEONS & DRAGONS®
Roleplaying Game

DUNGEONSANDDRAGONS.COM



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